CLAIMS:

1. A method for data repair in a system capable of one-to-many transmission, the method comprising:

transmitting data from a sender to at least one receiver;

providing sender driven or receiver driven repair of missing data, concerning data missing at the receiver.

2. The method of claim 1, wherein repair is implemented in a repair session comprising one of the following:

re-transmitting missing data in total;

re-transmitting only a part of missing data; and

repeating original transmission in a whole.

3. The method of claim 1, wherein an error rate parameter is transmitted from sender to receiver to be used as a threshold in requesting repair of missing data.

4. The method of claim 3, wherein said error rate parameter is used to calculate the threshold in a time and/or data window.

5. The method of claim 1, wherein the method comprises indicating to receivers that a session or part of it will be re-transmitted in a point-to-multipoint fashion.

6. The method of claim 5, wherein said indication is implemented with the aid of a point-to-multipoint repair token.

7. The method of claim 1, wherein the method comprises generating random or pseudo-random time dispersion of repair requests to be sent from receiver(s) to sender.

8. The method of claim 7, wherein the method provides for statistically uniform distribution over a relevant period of time.

9. The method of claim 1, wherein the method comprises using receiver roles.

10. The method of claim 9, wherein one or more of the roles comprise a back-off time given by offset time and random time period.

11. The method of claim 9, wherein one or more of the roles comprise flag-holder behaviour.

12. The method of claim 1, wherein the method comprises sharing time parameter(s) and/or data parameter(s) and/or error parameter(s) between sender and receiver by pre-configuring.

13. The method of claim 1, wherein the method comprises indicating from server to receiver, after receipt of a repair request, that repair will be performed only later.

14. The method of claim 1, wherein the method comprises prioritizing between different repair methods.

15. The method of claim 14, wherein the method comprises first starting point-to-multipoint repair followed by point-to-point repair.

16. The method of claim 1, wherein the method comprises using an initiation point for repair sessions/signalling, said initiation point being selected from a group comprising: end of a session, object end, object threshold and end of a session group.

17. The method of claim 1, wherein the method comprises delaying sending of a repair request at the receiver.

18. The method of claim 1, wherein said repair request is delayed with a predetermined amount of time.

19. The method of claim 1, wherein a repair request is performed only when the need to consume the data at the receiver arises.

20. The method of claim 1, wherein a maximum repair availability time is provided.

21. The method of claim 19, wherein the method further comprises taking into account a position of a first loss in data stream.

22. The method of claim 1, wherein a recovery time is calculated and used in missing data repair.

23. The method of claim 1, wherein a separate repair session is requested and/or started before an initial multicast/broadcast transmission has ended.

24. The method of claim 1, wherein the method comprises calculating a repair request suppression time to wait before requesting repair.

25. A receiver device for data repair in a system capable of one-to-many transmission, the receiver device comprising:

means for receiving data transmitted by a sender; and

means for sender driven or receiver driven repair of missing data, concerning data missing at the receiver device.

26. A sender device for data repair in a system capable of one-to-many transmis-

sion, the sender device comprising:

means for transmitting data to at least one receiver; and

means for sender driven or receiver driven repair of missing data, concerning data missing at the receiver.

27. A system capable of one-to-many transmission, the system comprising a sender device, a network and at least one receiver device, the system comprising:

means for transmitting data from said sender device, via said network, to said at least one receiver device; and

means for providing sender driven or receiver driven repair of missing data, concerning data missing at the receiver device.

28. A software application executable in a receiver device for data repair in a system capable of one-to-many transmission, the software application comprising:

program code for causing the receiver device to receive data transmitted by a sender; and

program code for sender driven or receiver driven repair of missing data, concerning data missing at the receiver device.

29. A software application executable in a sender device for data repair in a system capable of one-to-many transmission, the software application comprising:

program code for causing the sender device to transmit data to at least one receiver; and

program code for sender driven or receiver driven repair of missing data, concerning data missing at the receiver.